

# Anthony Scarangelo

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Available: **May-August 2020**

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## EDUCATION

**Northeastern University**, Boston, MA 2017 – Present

### Khoury College of Computer Sciences

*Candidate for a Bachelor of Science in Computer Science and Game Design* Expected 2021

Related Courses: Level Design and Architecture, Game Programming, Computer Systems,  
Game Concept Development and Production, Programming in C++, Business of Games

Honors: 3.7 / 4.0 GPA, Dean's List, Advanced Placement (AP) credit

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## PROJECTS

**Come on Blue!** (Scala, Java) November – December 2019

- A Scala application which finds the worst called strikes and balls for any given MLB game
- Gathers both real-time and historical game data using MLB Gameday API to calculate poorly called pitches
- Applies Scala XML parsing to gather information about strike zone dimensions and pitch location

**Rear Pew Mirror** (C#) April 2019

- A multiplayer first-person shooter where players can only shoot directly behind them
- Created multiple game changing powerups and developed a king of the hill objective system

**Livestream Defense Scheme** (C#) January 2019

- Created a Twitch integrated game in which the player must defend his house with household items
- Livestream viewers can type "!join" in chat to be added as a computer-controlled enemy

**Quantum Tic-Tac-Toe** (C++) December 2018

- A tic-tac-toe game with multiple phases to resolve each board space to an X or O
- Used SDL2 for game rendering and created a graph data structure for resolving each turn

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## WORK EXPERIENCE

*Data Engineer Co-op*, **NBCUniversal**, New York, NY July 2019 – Present

- Implemented and improved multiple data monitoring tools to automatically detect irregular data sets
- Utilized PostgreSQL databases and Apache Spark to read and filter data
- Created a checkpointing system which utilizes S3 buckets to maximize program efficiency

*CORE Studio Intern*, **Thornton Tomasetti**, New York, NY July – August 2018

- Developed an augmented reality Android app using Unity to help engineers visualize structural plans
- Designed a new user interface to improve app organization and usability
- Implemented Amazon Rekognition API to dynamically label photos for better organization

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## COMPUTER KNOWLEDGE

**Languages:** Java, Scala, C#, C++, Spark SQL, C, Lua, HTML, CSS, PHP, XML

**Systems:** Windows 8/10, Linux, macOS

**Software:** Unity, Git, Docker, Jenkins, IntelliJ, Visual Studio, PuTTY

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## INTERESTS

Baseball, Trumpet, Theatre, Video games, Esports